StarHack

> > > *for jamming simple space battles into existing systems*

● The archer's bow is now the gunner's twin-linked plasma repeater

● The paladin is now a first officer roaring encouragement over the ship's speakers

● The fighter now has a laser battery to pepper the enemy's hull at close range[1]

Your party's starship has 1 tile + 1 per player. A tile is a varied space representing the equipment or room[2] allowing each PC to perform their duties, whether a turret or an entire medical bay.

Incoming torpedoes, hackers, plagues… attacks/abilities are usually still directed at the characters onboard and not the ship itself: each is abstracted as challenging the systems a PC is responsible for.

Rare effects can be dangerous enough to challenge the entire ship: use the appropriate stat of the best-suited PC. If the ship fails such a test, everyone onboard suffers the effect.

When a PC dies (KO, depending on system), they flee into another tile at half HP but their initial tile is compromised by fire or depressurisation: it's locked out for the encounter, robbing them of their primary items/skills. They can still contribute to challenges at reduced effectiveness, but a second death will stick!

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[1] Or maybe you're the chief of security and you keep the greatsword. It probably scares the crap out of boarding parties.

[2] Or say each one represents an entire deck. Or even its own ship, flying in formation. Go big!